LookAroundTetris

Projet Bases de la Synthèse d'image

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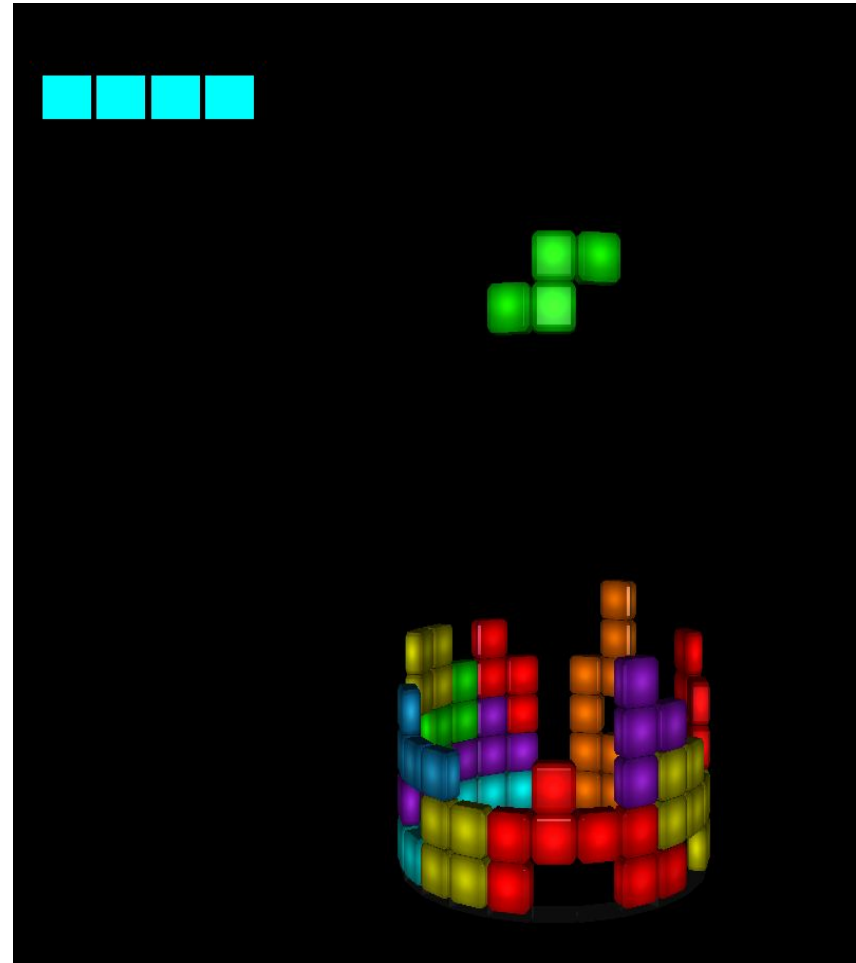# Overview

Title :   LookAroundTetris

Goal :   Try to do the best score before the end of the game.

Try to do the best score before the end of the game.

The game will end when blocks touch the upper point of the cylinder.

Overview

Feature :

- Manual and intuitive control
- Preview of the next tetromino
- Possibility of speed up the tetromino
- Pause mode

Controls :

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Key left	Rotate to the left
Key right	Rotate to the right
Key down	Speed up the tetromino
Space	Rotate the tetromino
Esc	Quit Game
P	Pause

GamePlay

LookAroundTetris is a single player game.

The goal is to complete rows with tetrominos that drop from the top of the screen. When a row is full, it disappears, and after 5 rows destroyed, the player level up and the difficulty increase.

The score of the player increase when he destroy rows and when he speed up tetrominos with key down

Tetrimino

There is 7 different tetriminos in LookAroundTetris :
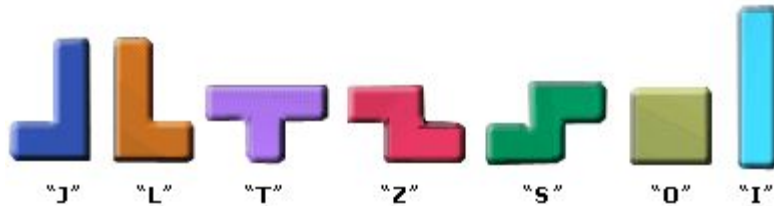
These tetrominos will pop randomly during the game. The player is able to see the next tetromino in a small preview at the upper left corner of the screen.

Technical details

The viewport is composed of a single area with the cylinder at the center. Tetrominos continuously fall down from the top of the cylinder.

At the upper left corner, the next falling shape is displayed.

Technical details

* "Title" screen

* One positional light source, placed at eye-level.

* Fading of blocks upon completion of a row.

* Rotation of the falling block and the camera are synchronized.

* Blocks are falling when the game is over.

* "Game over" screen.